



Trakallan Farcyp Light Cruiser

SPECS

Class: Capital Ship
In Service: 2224
Point Value: 525
Ramming Factor: 240
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 1 Defense: 7/9

WEAPON DATA

Heavy Molecular Beam

Class: Molecular
Modes: Raking (8)
Damage: 3d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores one point of armor

Molecular Beam

Class: Molecular
Modes: Raking (8)
Damage: 2d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores one point of armor

Light Molecular Beam

Class: Molecular
Modes: Standard
Damage: 1d6+6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Ignores one point of armor

FORWARD HITS

1-4: Retro Thrust
5-6: Hvy Molecular Beam
7-8: Molecular Beam
9-11: Lt Molecular Beam
12-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Hvy Molecular Beam
8-11: Lt Molecular Beam
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Molecular Beam
10-12: Lt Molecular Beam
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Jump Engine
11-13: Sensors
14-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

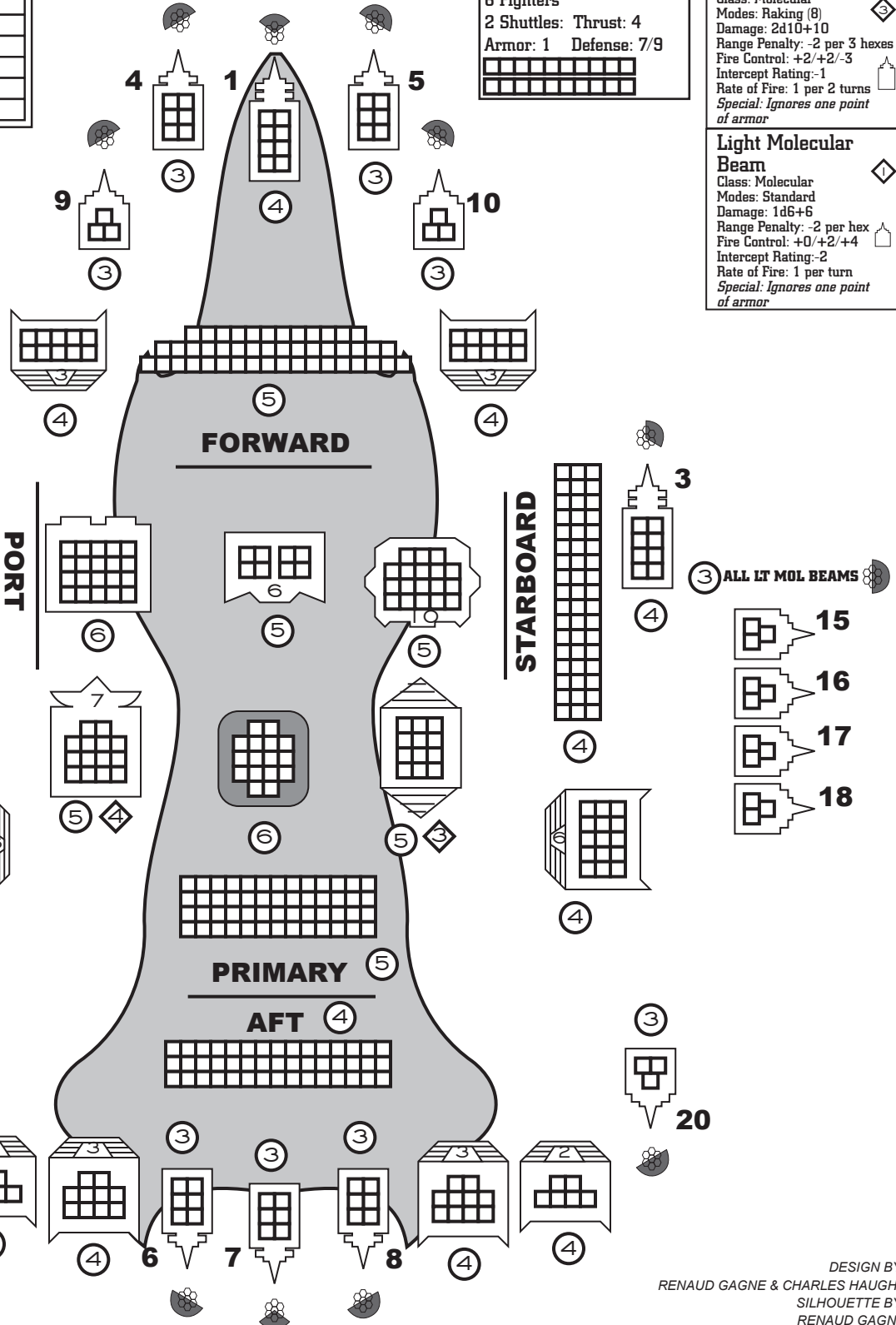
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

